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JALECO™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

JALECO USA INC.

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INTRODUCTION

C'mon in, and hurry...you're just in time to see the biggest event of the 22nd century! In case you're wondering, this is the Colosseum — or what's left of it. It was one of the few buildings left standing after the Great War of 2151, when warlords from the four states took up arms against each other in a violent power struggle — whole cities were reduced to rubble. After the dust settled, one warlord rose up to control the people with his evil powers. He was called Jade, the Fighting King.

Everything about the Fighting King is shrouded in mystery. No one knows who he is, or where he came from...only that he rules the land with an iron fist. His headquarters are in a secret room at the top of the great Tower, which is guarded by six more enemies with incredible fighting skills. The people live in fear and desperation, unable to defend themselves. No one, it seems, is strong enough to defeat the Fighting King and his allies. Many have entered the Tower — but none have returned to tell about it.

Finally, help is on the way! Four brave champions have travelled here from distant lands. Each is a

powerful warrior, with the strength and determination to end the reign of terror and restore peace to the land. There's just one little problem...only one warrior can enter the Tower at a time. Our champions have decided to hold a series of matches among themselves to see who is the strongest. The winner will have the honor (if you can call it that!) of challenging the Fighting King.

So take a seat — the four champions are entering the arena, and the first match is about to start! Of course, you're welcome to enter the contest yourself...if you think you can beat the competition, then destroy the Fighting King and his merciless guards. How about it...are *you* tough enough?

OBJECT OF THE GAME

Looking for some new excitement? Then you've definitely come to the right place. *Tuff E Nuff*™ from Jaleco challenges you to an all-out, fight-to-the-finish competition with a series of strange — and dangerous— opponents. You get great graphics, music and sound effects (naturally), plus dozens of awesome fighting moves like the Blue Thunder Punch, the Butterfly Stab Drop, the Double Sledge Hammer, and the Lightning Tackle.

To begin, you choose one of four champions: Syoh, Zazi, Kotono, or Vortz. Each has been trained in different fighting techniques and uses over 20 different kicks, punches, throws, and other special moves. There are seven enemies, each with his own personality and fighting style: Beans, Dolf, Rei, Gajet, Sirou, K's, and, of course, the Fighting King himself. You also fight the other three champions before approaching your real enemies, for a total of 10 different opponents.

Tuff E Nuff™ includes three game modes: Story Mode, 1P vs 2P Mode, and 1P vs CPU Mode. In Story Mode, you choose a character, then take on each opponent in 10 separate best-of-three matches. If you lose a match, you're given the secret password to the current level. Once you have a password, you can leave the game and then return to the same level at a later time. If you lose, you can start over again at the beginning of the current level. In 1P vs CPU Mode, you fight a single match against the

enemy of your choice. In 1P vs 2P Mode, you fight a single match against another player.

Each match is timed, starting at 99 seconds and counting down to 0. An option screen lets you turn the time limit on or off. You also can select one of three difficulty levels, and switch the moves assigned to the four control buttons (**A**, **B**, **X**, and **Y**). An on-screen instant replay feature lets you re-live the final triumphant (or humiliating) moments at the end of each match. Well, that's about all you need to know...you're up against some pretty tough competition. Are you tough enough to take on the Fighting King and his pack of fiendish followers? Only time will tell...

GETTING STARTED.....

1. Place the *Tuff E Nuff*™ Game Pak into your Super NES and turn on the unit. After a few moments, the story text begins to scroll up the screen. Press **START** at any time during the story to display the title screen.

2. Your options on the title screen are START and OPTION. Use the Control Pad to highlight one

of these options, then press **START**. If you do not select an option, a few short demo sequences will appear. Press **START** to return to the title screen.

OPTION MODE SCREEN

To display the OPTION MODE screen, highlight the word OPTION on the title screen and press **START**. Press **START** again to return to the title screen. The OPTION MODE screen contains three options. Press **Up** or **Down** on the Control Pad to highlight an option.

Game Level

Choose the level of difficulty by pressing **Left** or **Right** on the Control Pad. Your options are EASY, NORMAL, and HARD. The default option is NORMAL.

Time Limit

Turn the time limit ON or OFF by pressing **Left** or **Right** on the Control Pad. The default option is ON. This sets a 99-second time limit for each fight.

Key Config

Choose which buttons will control each basic attack move for Player 1 and Player 2. The default configuration is:

Power Punch	**X**
Punch	**Y**
Power Kick	**A**
Kick	**B**

Press **Up** or **Down** on the Control Pad to highlight an attack move, then press the button you want to use to control that move. You may only use the **X**, **Y**, **A**, and **B** buttons.

Changing Options During the Game

You can display a version of the OPTION MODE screen during the game, after you select a character and an opponent but before you begin fighting. The available options vary, depending on the selected game mode.

Story Mode

Press **SELECT** on the Enemy Introduction screen to display the OPTION MODE screen. You may change only the button control configuration.

VS CPU MODE or 1P VS 2P MODE

Press **START** and **SELECT** at the same time on the Stage Introduction screen to display the OPTION MODE screen. You may change the button control configuration, as well as the level of the Special Attack moves. To change the Special Attack level, press **Left** or **Right** on the Control Pad to choose a level from 1 to 4. The higher the level, the stronger the Special Attacks. Special Attacks are upgraded automatically at certain stages of the game.

SELECTING A GAME MODE....

Highlight the word START on the title screen and press **START** to display the Mode Selection screen. You can play *Tuff E Nuff*™ in one of three modes: STORY MODE, VS CPU

MODE, and 1P VS 2P MODE. Press **Left** or **Right** on the Control Pad until the game mode you want to select is positioned at the bottom center of the screen, then press **START**.

Story Mode

When you select STORY MODE, two options appear:

START
PASSWORD

Press **Up** and **Down** on the Control Pad to highlight an option, then press **START**. Select START to start at the beginning of the story. If you've made it to a higher level and know the password for that level, you can select PASSWORD to enter the password and start on that level. See the section on *Passwords* for more information.

In STORY MODE, you select one of the four champions, then challenge each of the other three to a match (to find out who is the strongest). If you defeat the other three, you enter the Fighting King's Tower and take on six deadly enemies (one at a time, of course!). The final stage is the ultimate challenge — a battle to the finish with the Fighting King himself!

If you are defeated, the password for the current level is shown. After losing a match, you are asked if you want to continue. Choose YES to start over at the beginning of the level (with the same character). Choose NO to return to the title screen. Press **Left** or **Right** on the Control Pad to highlight the option you want to choose, then press **START**.

Vs CPU Mode

In VS CPU MODE you play against the computer. Choose one of the four champions for your character, then select an enemy to fight against. You fight a three-bout match on the selected enemy's stage. The first fighter to win two bouts wins the match. At the end of the match, you are asked if you want to try again. Choose YES to start a new match, or choose NO to return to the title screen. Press **Left** or **Right** on the Control Pad to highlight the option you want to choose, then press **START**.

1P vs 2P Mode

In 1P VS 2P MODE, you and another player fight each other. Player 1 chooses one of the four champions, then Player 2 chooses one of the three remaining champions. After both players have chosen, the SELECT STAGE screen appears. You may choose any of the 11 stages as the location for your match. Press **Left** or **Right** on either controller to change the location, then press **START** to begin.

As in VS CPU MODE, you fight a single three-bout match. The first player to win two bouts wins the match. At the end of the match, the loser is asked if he wants to try again. Choose YES to start a new match, or choose NO to return to the title screen. Press **Left** or **Right** on the Control Pad to highlight the option you want to choose, then press **START**.

Selecting a Player

The SELECT PLAYER screen appears after you choose a game mode. You will select one of the four champions as your character. The name of the first character, SYOH, appears at the bottom of the screen. Press **Left** or **Right** on the Control Pad to display the other character names. Press **START**

when the name of the character you want to select is displayed. In STORY MODE, the computer chooses the opponent for the current level and displays that character's name, age, nationality, and special weapon.

In 1P VS 2P MODE, the match begins after both players choose a character. In VS CPU MODE, you choose your opponent as well as your own character. After selecting a character, the name and picture of the first enemy (BEANS) appears at the bottom of the screen. Press **Left** or **Right** on the Control Pad to display the other enemy characters. Press **START** when the name of the character you want to fight against is displayed.

Instant Replay

An Instant Replay option at the end of each match allows you to replay the final, decisive moments of the fight. (Of course, if you lost, you probably don't want to relive the experience...) The Instant Replay

controls appear automatically at the top of the screen after the final bout.

Press the **Right** Button and the **Left** Button on the top of the controller to move the action forward and back. Press any of the **A**, **B**, **X**, or **Y** Buttons to move the action forward one exciting frame at a time. Press **START** to exit the Instant Replay screen. In STORY MODE and VS CPU MODE, you may replay the action whether you win or lose. In 1P VS 2P MODE, only the winning player controls the instant replay feature.

Passwords

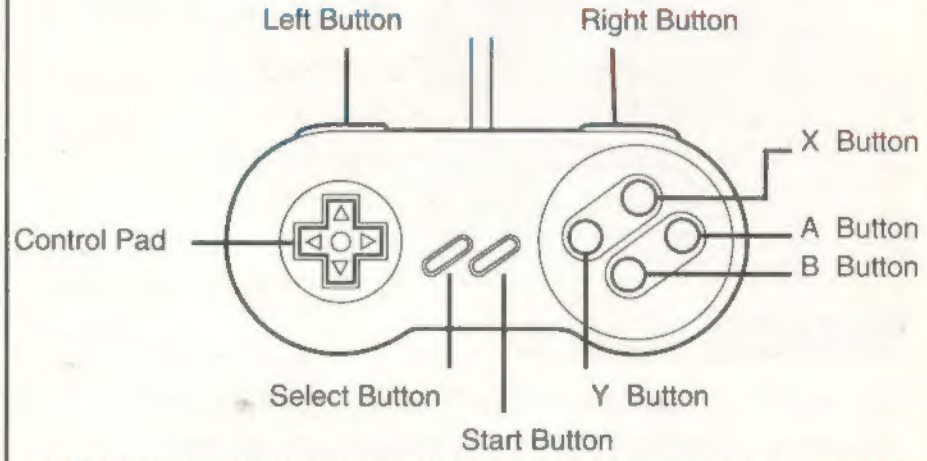
If you lose a match in STORY MODE, you are given the password to the current level. Each password is made up of six numbers. After writing down your password, press **START** to go right to the next level.

Once you have received the password, you can start the game at that level whenever you want.

After selecting STORY MODE, the words START and PASSWORD appear on the screen. Press **Up** or **Down** on the Control Pad to highlight the word PASSWORD, then press **START** to display the Password screen.

Press **Left**, **Right**, **Up**, or **Down** on the Control Pad to highlight the number you want to change. Press the **Left**, **Y**, or **B** Button to decrease the number. Press the **Right**, **X**, or **A** Button to increase the number. When your password is complete, press **START**. A message appears if the password is incorrect.

CONTROLLER FUNCTIONS DURING A GAME



Basic Controls

Control Pad:

Up	Jump	**Right**	Move right
Down	Squat	**Up Left**	Backward aerial flip
Left	Move left	**Up Right**	Forward aerial flip

Your character faces the enemy at all times. If the enemy moves to the other side of the screen, your

character will turn to face him automatically. If you press the Control Pad in the direction opposite your enemy, your character will back away while still facing his opponent.

A Button: .....Power Kick
B Button: .....Kick
X Button: .....Power Punch
Y Button: .....Punch
START: .....Pause

SPECIAL MOVES.....

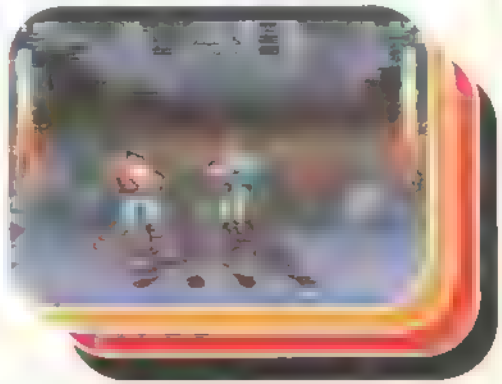
Each of the four characters has 20 or more special moves which he or she can perform, including several Special Attacks. Practice these moves until you can slam your opponent in 20 seconds or less! There are four levels of Special Attacks. The level is upgraded every time you defeat three enemies. This means that the upgrades occur after you defeat the last champion, after you defeat Rei, and after you defeat K's. Each time the level is upgraded, the Special Attacks become visibly more powerful.

NOTE: Some moves require pressing the Control Pad in several different directions, one after another. Control sequences are separated by slashes. For instance, **Down/Right** means press

Down on the Control Pad, then press **Right**. If you see the word **(hold)**, hold down that direction for a few seconds before pressing the next direction to perform the special move.

SYOH and ZAZI..

Since both Syoh and Zazi were trained in the dark military art of Yamite (Black Hand), their special moves are also the same.



No Control Pad

High Side Kick	**A Button**
Side Foot Sword	**B Button**
Aerial Punch	**X Button**
High Fist Thrust	**Y Button**

Down, Down Left, or Down Right

Sliding Heel Kick	**A Button**
Small Foot Sword	**B Button**
Aerial Slash	**X Button**
Low Fist Thrust	**Y Button**

Up

Big Jumping Front Kick	**A Button**
Jumping Front Kick	**B Button**
Big Head Thrust Punch	**X Button**
Head Thrust Punch	**Y Button**

Up Right or Up Left

Flying Side Kick	**A Button**
Jumping Knee Pad	**B Button**
Palm Hit Drop	**X Button**

Throwing Techniques

Side Throw	**Left or Right (near enemy) + X Button**
Special Diving	**Aerial + A Button* (Aerial is seven moves in sequence: Up Left/Left/Down Left/Down/Down Right/Right/Up Right)**

Special Attacks

Blue Thunder Punch (Zazi)	**Right (hold)/Down Left + X Button***

Dragon Blade (Syoh)	**Right (hold)/Down Left + X Button*** (makes player invincible)
Lightning Break	**Left (hold) Right + X or Y Button***
Ball of Energy	**Left/Down Left/Down/ Down Right/Right + X (fast) or Y (slow) Button***

* **NOTE:** Controls when the player is facing right. Reverse controls if player is facing left.

KOTONO.....

Don't underestimate Kotono...with those deadly knives, she can be lethal! Her special moves are taken from the military art of Kuki-Ryu.

No Control Pad

Outward Kick	**A Button**
Sweeping Knee Kick	**B Button**
Straight Line Slash	**X Button**
Palm-Heel Upper Strike	**Y Button**

Down, Down Left, or Down Right

Kuki Double Dance	**A Button**
Knee Kick	**B Button**
Intercept Slash	**X Button**
Palm-Heel Lower Strike	**Y Button**

Up

Big 45° Lower Kick	**A Button**
45° Lower Kick	**B Button**
Kuki Moon Circle Slash	**X Button**
Butterfly Stab Drop	**Y Button**

Up Right or Up Left

Flying Swallow Double Drop	**A Button**
Flying Side Kick	**B Button**
Flying Swallow Point Break	**X Button**

Throwing Techniques

Roundhouse Breaking Kick	**Left or Right (near enemy) + A Button**
Kuki Breaking Circle	**Left or Right (near enemy) + X Button**

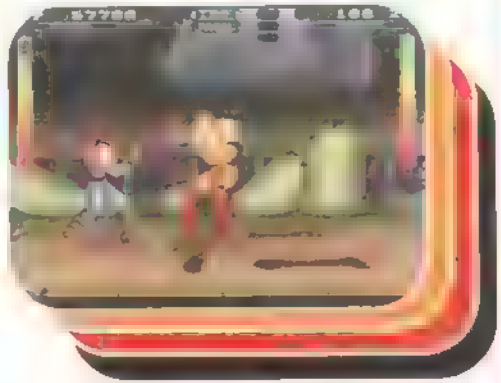
Special Attacks

Kuki Double Edge	**Down Left (hold)/Right + X or Y Button***
Drawn Sword Mist Slash	**Down/Down Left/Left + X or Y Button***
Special Kick	**Down Left (hold)/Right + A or B Button***

* **NOTE:** Controls when the player is facing right. Reverse controls if player is facing left.

VORTZ .....

Nicknamed the King of Beasts, Vortz slams his opponents with pro wrestling throws...not to mention a few sneaky moves of his own!



No Control Pad

Middle Kick	**A Button**
Low Kick	**B Button**
Elbow	**X Button**
Straight Punch	**Y Button**

Down, Down Left, or Down Right

Low Aerial Drop Kick	**A Button**
Aerial Kick	**B Button**
Elbow Upper Thrust	**X Button**
Crouching Punch	**Y Button**

Up

Flying Side Kick	**A Button**
Jumping Kick	**B Button**
Big Double Sledge Hammer	**X Button**
Double Sledge Hammer	**Y Button**

Up Right or Up Left

Diving Knee Pad	**B Button**
Diving Elbow	**X Button**

Throwing Techniques

Suplex	**Left or Right (near enemy) + A Button**
Stamping	**Left or Right (near enemy) + B Button**
Power Slam	**Left or Right (near enemy) + X Button**
Neck Hanging Bomber	**Left or Right (near enemy) + Y Button**

Special Attacks

Muscle Buster	**Left/Down Left/Down/Down Right/Right + X Button***
Lightning Tackle	**Left (hold)/Right + A Button***
Climb Axes	**Down/Down Right/Right + X Button***

*** NOTE:** Controls when the player is facing right. Reverse controls if player is facing left.

ON-SCREEN DISPLAYS

The game screen is the same in all three modes. Information for Player 1 appears on the left side of the screen. Information for Player 2 appears on the right side of the screen. This information includes the character name and each player's current score. A power level bar for each player appears below the character's name. The

power level drops every time a player is hit. A player is defeated when his power runs out.

If the Time Limit option on the OPTION MODE screen is set to ON, a countdown timer appears at the top of the screen. Each bout is limited to 99 seconds. If both players are still standing when time runs out, the player with the most power left wins the bout. If both players' power levels are the same, a tie is called. There are three lights on either side of the timer. After each match, a red light appears on the winner's side.

THE CHAMPIONS

Four brave champions have come from distant lands to challenge the Fighting King and his evil allies...but which one is strong enough to defeat them? You must choose a champion, then outmaneuver your three rivals in the Colosseum before you can approach the Fighting King's Tower.

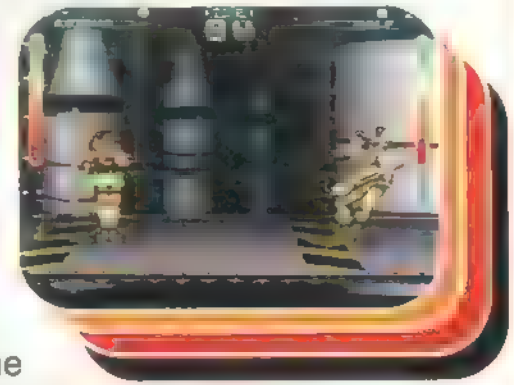
Syoh

Age:	22
Country:	Japan (Hokkaido)
Military Arts:	Tenga Haouryu (Heavenly Fang)

Syoh is a master of the Yamite (Black Hand) sect, one of the dark military arts of ancient Japan which is only practiced in secret. This form of combat features an ever-changing attack without katachi (form or shape). His Special Attacks are the Blue Thunder Punch, the Lightning Break, and the Dragon Blade.

Zazi

Age: 22
Country: U.S.A. (Texas)
Military Arts: Chisou Haouryu (Earth Claw)



Zazi is a master of Chisou Haouryu, another sect of the Black Hand. Like Syoh, he's a powerful fighter whose Special Attacks are the Blue Thunder Punch, the Lightning Break, and the Dragon Blade. Zazi and Syoh have been rivals for many years, and they still have a score to settle...

Kotono

Age: 19
Country: Japan (Kyoto)
Military Arts: Kuki Shindenryu Ninjutsu (Nine Devils)

Kotono is the only female fighter in the group. She may not look very strong, but don't be fooled...this

girl can stand her ground with the best of them. She's come to the Tower to avenge her father, who was defeated by the Fighting King. Kotono is trained in Kuki-Ryu and excels in kenjutsu (sword-fighting). Her Special Attacks are the Drawn Sword Mist Slash, the Special Kick, and the Kuki Double-Edge Dagger Throw.

Vortz

Age: 31
Country: Holland
Military Arts: Pro Wrestling

Vortz is a pro wrestler who's nickname is "Shishio" (King of Beasts). He's big...he's mean...and he doesn't like to lose. Vortz takes on his

opponents with pro wrestling throws, punches, and kicks. His Special Attacks include the Lightning Tackle, the Climb Axes, and the Muscle Buster.

THE ENEMIES.....

Seven enemies are waiting for you at different levels of the Tower, including the Fighting King himself at the very top. We thought you'd want to know what you're up against, so we did some spying behind the scenes...

Beans

Age:	25
Country:	U.S.A. (Bronx)
Specialty:	Street Fighting
Stage:	Tower Gate

Beans is the street fighting champion, with fast moves and a powerful kicking technique. As you'll soon find out, this guy is totally crazy! He rushes around like a maniac, and sometimes doesn't even defend himself. His deadly techniques are the Drop Kick, the Dash, and the Crazy Knuckle.

Dolf

Age:	34
Country:	Libya
Specialty:	Covert Operations
Stage:	ICBM Silo

Dolf was the commander of a special mercenary force in the Middle East before he betrayed his unit and escaped. He uses guerilla warfare techniques to destroy his enemies. He's armed with a knife and a powerful bazooka that flattens everything in its path...get the picture?

Rei

Age:	Unknown
Country:	Japan
Specialty:	Kokkenpo
Stage:	Wooden Floor

Rei is a sorcerer who controls the spirits with ancient Japanese powers, including the power of the flame emperor and the water dragon. Not much else is known about this strange warrior. Special Attacks

include the Special Kick, Thunder Punch, Snake Punch, and Water Dragon Attack.

Gajet

Age:	28
Country:	Unknown
Specialty:	Pro Wrestling
Stage:	Destroyed Observatory

Gajet had a promising career as a pro wrestler until he was expelled from the ring for brutality. He joined forces with the Fighting King, who made him a guardian of the Tower. Gajet is a fierce opponent whose Special Attacks include the Frankensteiner and the Brutal Axes.

Sirou

Age:	Unknown
Country:	Japan
Specialty:	Kumogakure-Ryu Ninjutsu
Stage:	Ninja's Room

Sirou is a ninja fighter who was given super-human strength and abilities by the Fighting King in return for his loyalty. His strange moves include a wall-kicking jump and a ceiling walk. Sirou uses his deadly sword in two special fighting techniques: the Split Cut and the Tornado Slash.

K's

Age:	29
Country:	Germany
Specialty:	Bionic Arms
Stage:	Factory

K's is the strongest enemy defending the Tower (next to the Fighting King himself). He guards the weapons factory and will stop at nothing to eliminate intruders — like you! Bionic arms allow him to perform Special Attacks like the Trap Corridor and the Boost Slash.

Fighting King

Age: Unknown
Country: Unknown
Specialty: Toushin Haouryu
Stage: Rooftop

The Fighting King is a mysterious being who rules his empire from a secret room at the top of the Tower. He's the most powerful enemy of them all, protected by an impenetrable suit of bronze armor. Defeat this tyrant before he destroys the world! His Special Attacks include the Axes Buster and the Vertical Hunter — get ready for the fight of your life!

HINTS

1. **Learn how to guard yourself.** Two defensive positions are available to all four characters — a standing guard position and á squatting guard position. Press the Control Pad Left or Right (standing guard) or Down Left or Down Right (squating guard) in the direction that moves you away from the enemy. These positions can help reduce the hits you take, even though you are still open to certain attacks.

2. **Watch for the weak spots.** Every enemy attack, especially those involving Special Attacks, leave the enemy with an unguarded area. Watch for an opening, then dodge the attack and go for it!

3. **Learn how to counter attack.** Watch how your enemy approaches you, then launch a counter attack before he strikes. This is especially effective for mid-air attacks.

4. **Combine attacks.** Use a combination of attacks to keep the enemy guessing. If they can't react fast enough, you have the advantage. Try a series of small attacks followed by a big attack.

5. **Master the Special Attacks.** Each character has several Special Attacks available to them. Master these powerful moves to increase your fighting abilities. Remember, timing is everything!

6. **Watch for patterns.** Each enemy character has a unique way of moving and attacking. Study their movements and experiment until you find which counter-moves are most effective.

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-215-2359

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline!*

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the Super NES with respect to the receiver
— Move the Super NES away from the receiver
— Plug the Super NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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We've been to
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